

LOADING

To load, press **CTRL** and small **ENTER** keys together. Press **PLAY** on datacorder, then any key. The program will now load automatically. *(The program is recorded on both sides of the tape, in case of difficulty, turn the tape over, rewind to the beginning and load again.)*

CONTROLS:

To **AIM** **O** = Left, **P** = Right, **Q** = Set.

To set amount of **SPIN** (Hook) required, press key **1** when **SPIN METER** is in chosen position. (upright for straight ball).

To set **POWER**, press and release the **A** key. (The longer the key is held down, the greater the power set. However, if it is held down for too long a direction error is produced.)

Indicators will light up **SPIN-AIM-POWER** as each must be set by a player.

GAME/SCORING:

A game of Ten Pin Bowling consists of 10 frames. A player bowls twice in each frame unless all ten pins are knocked down with the first ball. This is called a **STRIKE** and is shown on the score card as an **X**. If it takes both balls of the frame to knock down all the pins, this is called a **SPARE** and is shown on the score card as a **/**.

A **STRIKE** scores 10 points plus the total number of pins knocked down with the next 2 balls. A **SPARE** scores 10 points plus the number of pins knocked down with the first ball of the next frame. If a player fails to make a strike or a spare, only the pins knocked down are counted and nothing is carried over to the next frame.

continued over

The **MAXIMUM** score for each **FRAME** is **30**. (10 points for a Strike + 10 point each for the next 2 balls.) The **MAXIMUM GAME** score is **300**. This is made up of ten strikes plus one strike with each of the two extra balls that a player receives for scoring a strike in the 10th frame. If this all sounds a little complicated, don't worry. **ALL SCORING IS CARRIED OUT AUTOMATICALLY** leaving you to concentrate on your bowling.

GOOD LUCK.

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If you have written a good programme and would like it considered for publication, please contact:

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